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NOVEMBER
2006



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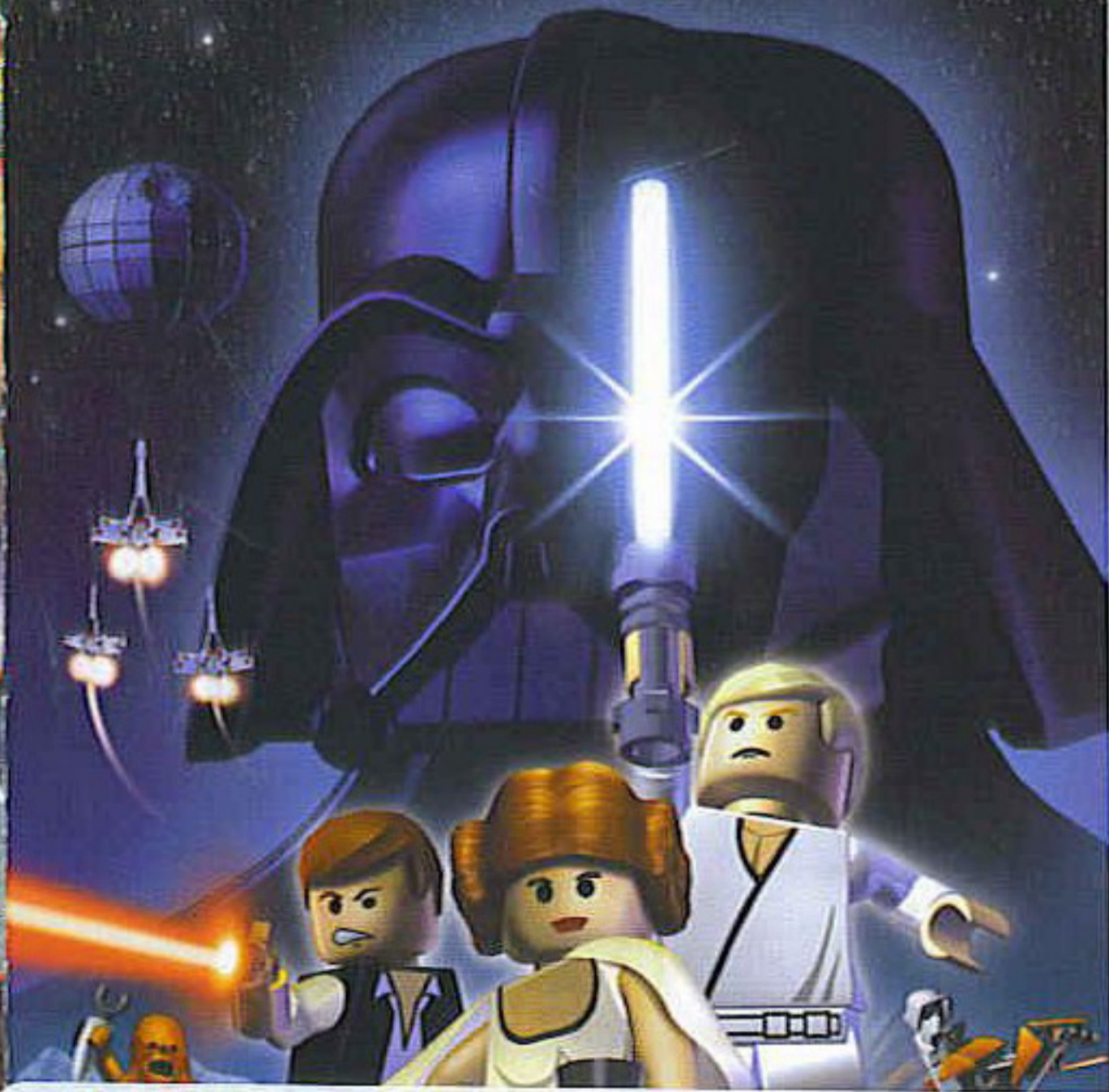
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STAR WARS II

THE ORIGINAL TRILOGY



LUCASARTS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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CONTENTS



Getting Started 2



Starting Up 3



A Communication
from C-3PO 6



Welcome to
the Mos Eisley Cantina 10



Gameplay Modes 12



The Basics 14

Controls 15

Combat 16

Special Abilities 17

Collectibles 19

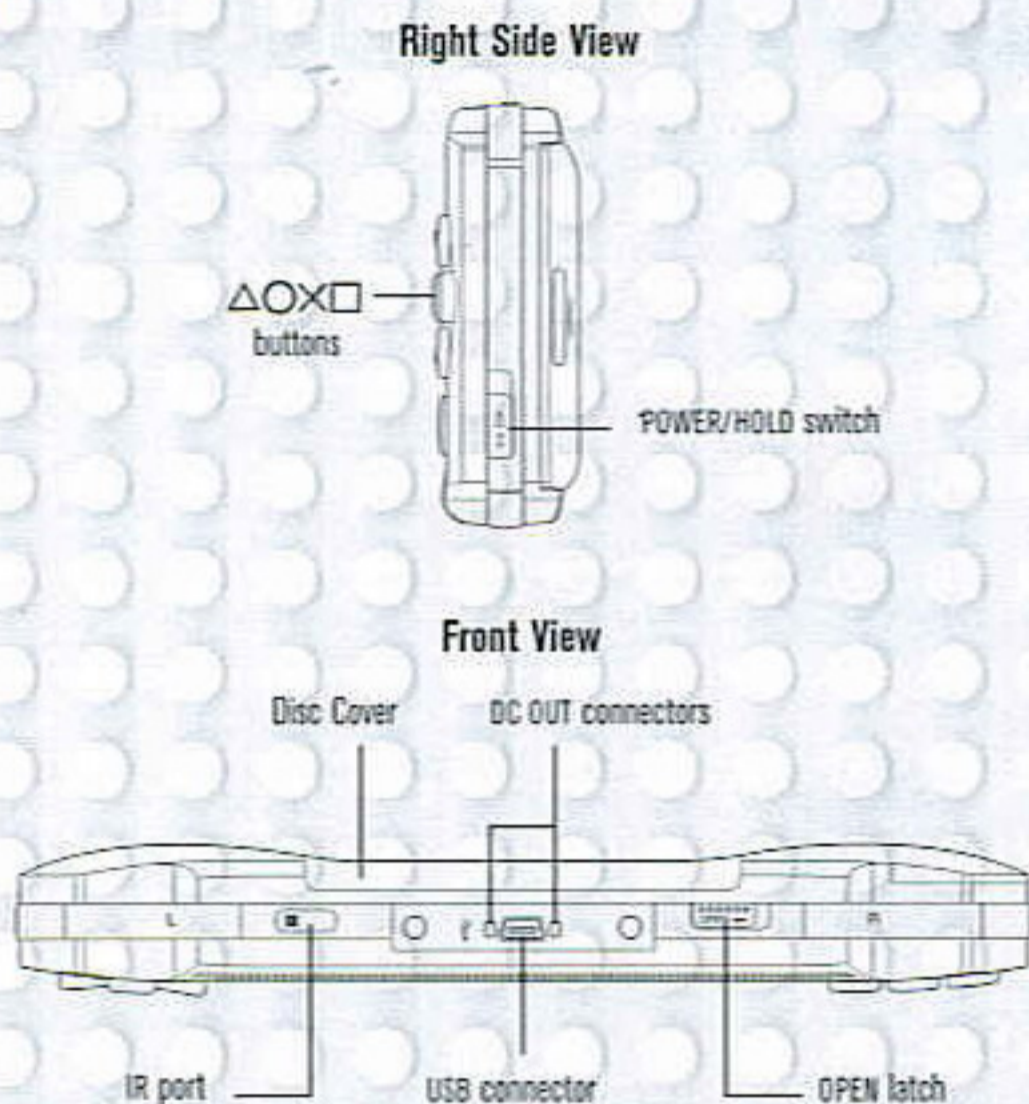
Pausing Your Progress 21

Saving/Loading 22

Character Checklist 23

Credits 26

GETTING STARTED



Setting UP

Set up your PSP™ (PlayStation® Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **LEGO Star Wars II** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

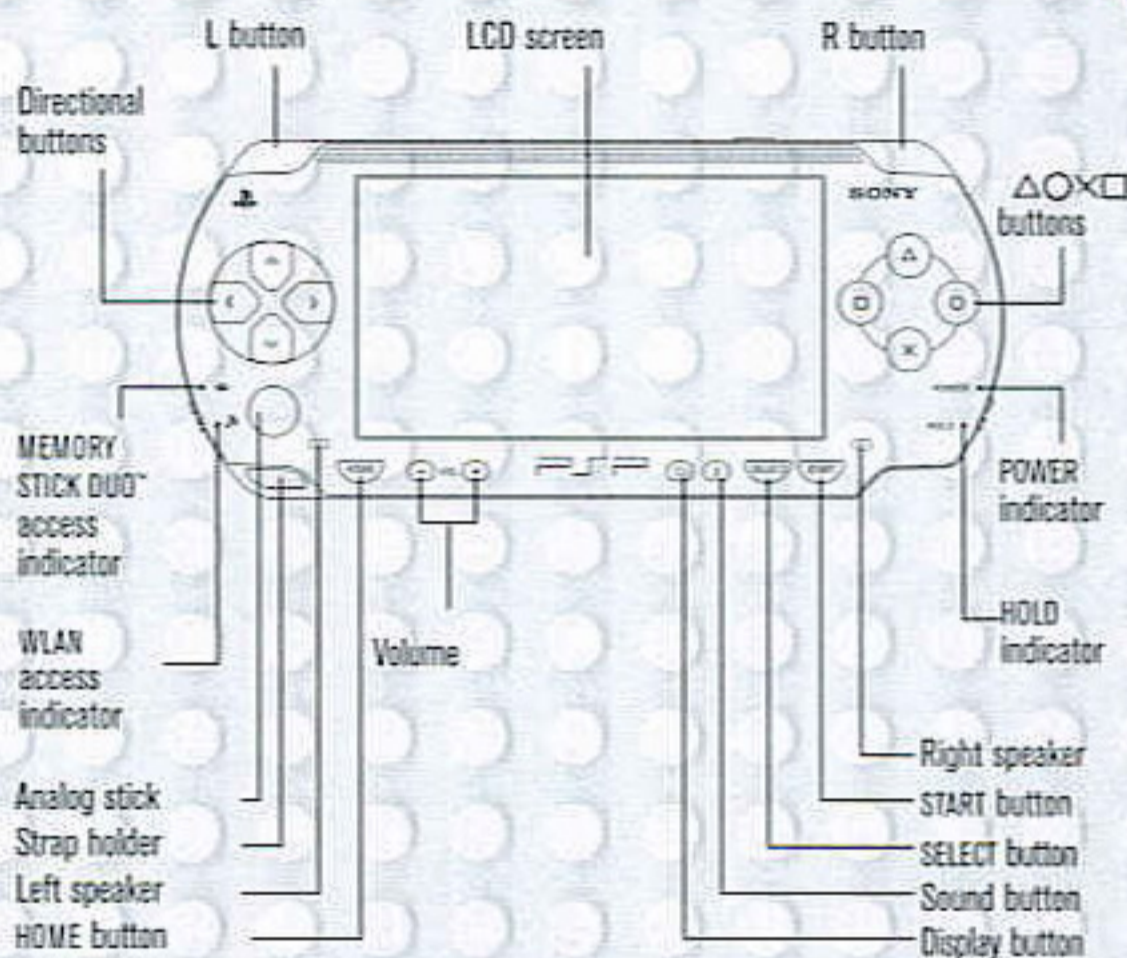
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

STARTING UP

PSP™ (PlayStation® Portable) System Configuration



To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™ system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

WI-FI (WLAN) Feature

LEGO Star Wars II on the PSP™ system supports Wi-Fi functionality that allows you to communicate with other PSP™ systems, so you can compete against other players via connection to a wireless local area network (WLAN). To enable Wi-Fi connection, ensure that your WLAN switch is turned ON. If it is OFF, your PSP™ system will give you an appropriate message indicating that to play with other PSP™ players, you must turn the switch ON to access the feature. **LEGO Star Wars II** supports Ad Hoc mode.

Ad Hoc

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP™ systems to connect within close proximity to each other.



Encourage cheating

I do not, but wise

you would be

and cheat codes

you would have

for registering your

game at:

reg.lucasarts.com



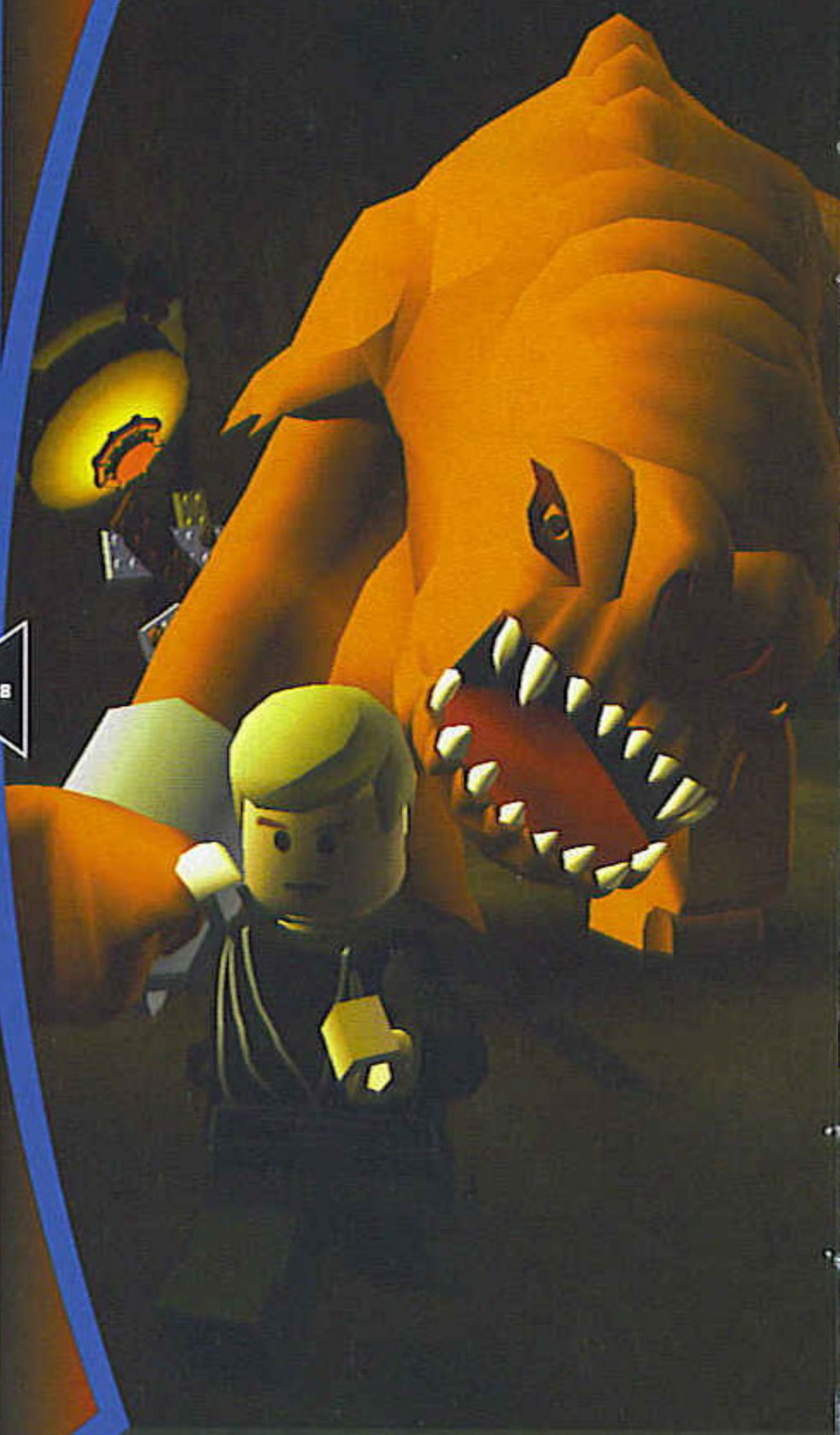
GREETINGS!

I am C-3PO, human-cyborg relations. Hopefully you don't expect me to defend you against hostiles. I am after all only a protocol droid, and not programmed to engage in such harrowing activities. I'm not invincible! But I can offer some assistance by being your guide.

I have taken spotless notes during my journeys, most of which I think will come in handy on your very own adventures. Consider them tips and general observations on how I experienced the galaxy during some rather troubling situations--the LEGO *Star Wars* universe can be a frightfully dangerous place, you know. However, I take no responsibility if any of my "suggestions" result in loss of plastic limb. I've included many suggestions made by my dear friend R2-D2 (sometimes against my better judgement), so it would only seem fair to address all grievances care of him.

Should you find this guide useful, though, please forward all flattery to Lars Moisture Farm, Attn. C-3PO, Tatooine, Arkanis Sector, Outer Rim.
—SINCERELY, C-3PO

8



WELCOME TO THE MOS EISLEY CANTINA

Your journey begins in a rather dubious (despite Han Solo's opinions to the contrary) watering hole, the Mos Eisley Cantina. However, I must insist that you purchase your own drinks – droids are not made of credits, you know!

Starting off, you'll be in control of the lovely Princess Leia along with her companion Captain Antilles, who seems to follow her almost anywhere – and he doesn't even break a sweat. Go ahead, tease the eager fellow by touring him around the Cantina.

THE BAR



The infamous Mos Eisley Cantina is renowned for its extensive menu of galactic delicacies. Simply wander over to the main bar in the center of the room and press the X button to select your poison:

HINTS – Especially good for weary travelers with a taste for gameplay tips.



CHARACTERS – Looking for a different flavor? As you journey, bonus characters will become available here.

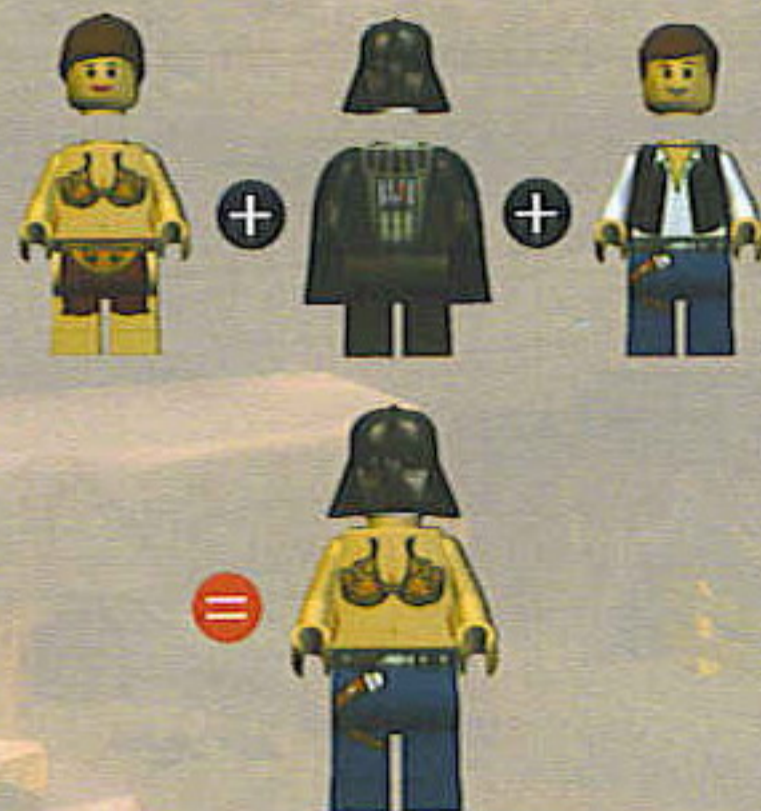
EXTRAS – Those with a hankering for exotic, yet expensive, seasonings will find these gameplay "cheats" very useful.

CODES – Being the best in the galaxy even means accepting custom orders. Enter your secret codes here.



CHARACTER CUSTOMIZER

Nearby, you may also notice dual bacta tanks with two figures floating eerily in them. Creepy, indeed, but don't be alarmed – this is where you can completely customize your characters. Early in the game, there aren't many options, but as you finish each chapter you'll unlock more customization parts. By pressing up button/down button, you can select what portion of the body you'd like to modify – Hat/Hair/Helmet, Face, Cape, Body, Arms, Hands, Weapon, Belt, and Legs. Then toggle Left button/Right button to change that particular feature. Do it yourself – or randomize the process by pressing the  button! To swap between custom characters, press the X button or save and exit by pressing the  button.



EPISODES

If you're looking to get right into the thick of things, I suggest jogging over to one of the episode lounge areas, very cleverly named Episode IV: *A New Hope*, Episode V: *The Empire Strikes Back*, and Episode VI: *Return of the Jedi*. Each door opens to a different chapter – all of which should seem oddly familiar to those well-traveled.

Once you complete the first chapter, *Secret Plans*, subsequent missions will be unlocked, allowing you to move, in parallel, between all three episodes.

GAMEPLAY MODES

After entering a chapter in the Cantina, you'll be forced to make an extraordinarily difficult choice between two gameplay options. Don't worry, I'll hold your hand:

12 STORY

The developers of this wonderful game have spared no expense to prepare a Story Mode that follows the events of the original *Star Wars* Trilogy almost exactly. However, you'll only have access to certain characters specific to each scene.

CHALLENGE MODE

This is a PSP® system exclusive way to play the level. In Challenge Mode, you race against the clock as you go through the level and try to collect blue mini-kits. If you finish the level with time to spare and have collected all mini-kits, you will unlock a hidden character from Episodes I-III.

FREE PLAY

For the more adventurous at heart, Free Play Mode allows you to journey back into any unlocked chapter using your choice of characters – and rotate between them at will. While you'll certainly meet some worthy allies during Story Mode, other characters must be purchased at the Mos Eisley Cantina bar.

The characters under your command at the time of entering the scene will remain for Free Play. However, you can select a different primary character from the character display by moving the blue highlight over that character and pressing the X button. Player 2 can follow your lead with the green highlight.

After your primary character is selected, additional team members are automatically picked. This ensures a range of abilities are at your disposal. While in Free Play Mode, pressing the L or R buttons will let you cycle through your group of characters. Got it? Excellent.

2-PLAYER/CO-OP

To promote socializing amongst gamers, both players can connect to each other inside the Cantina by approaching the Wi-Fi bar stools to the left of the main bar. Once there, simply select "Create Game" and a second player can join.

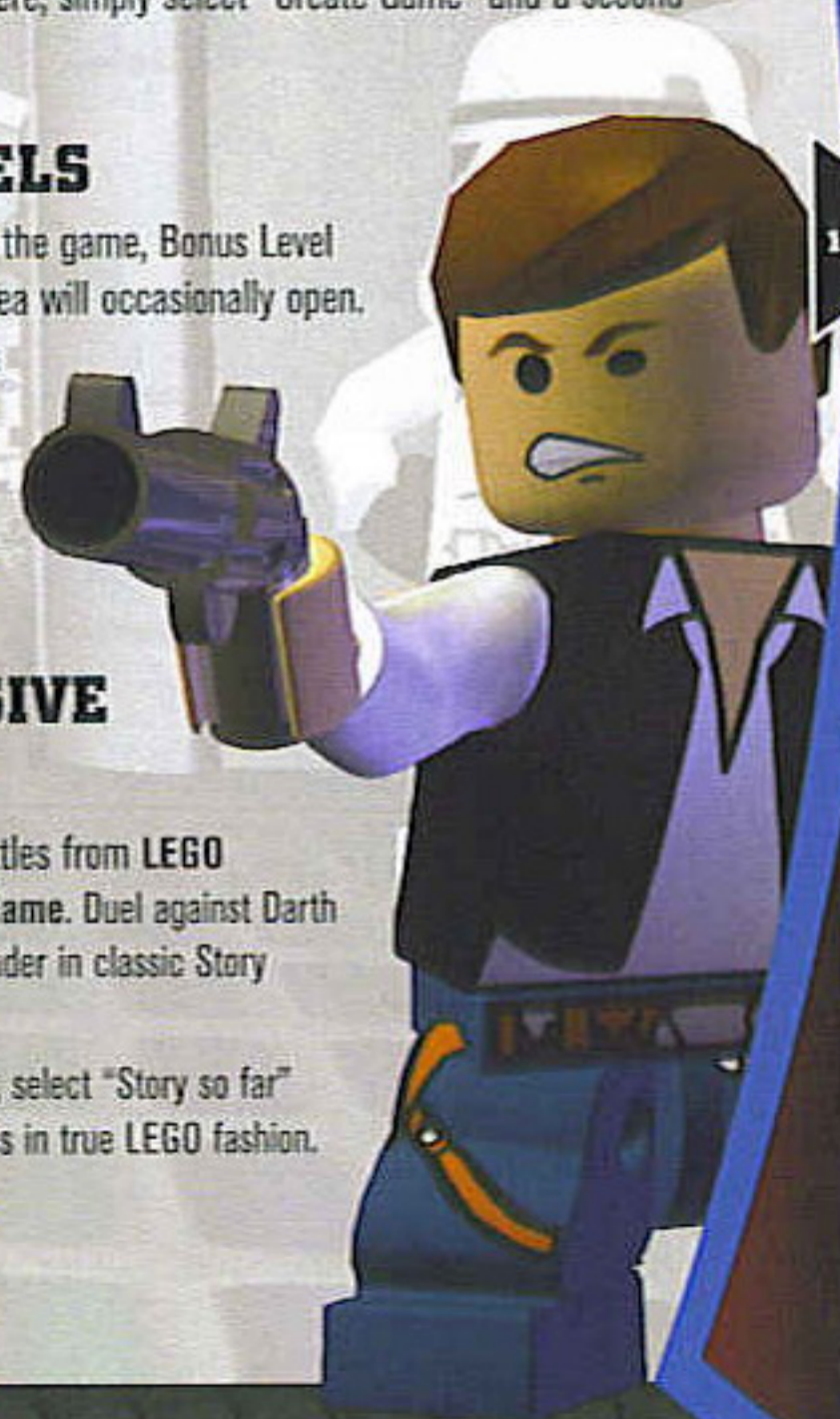
BONUS LEVELS

As you progress through the game, Bonus Level doors in each episode area will occasionally open. Some will feature hidden characters, while others will employ vehicles unlocked by collecting Mini-Kits.

PSP EXCLUSIVE CONTENT

Replay the epic boss battles from *LEGO Star Wars: The Video Game*. Duel against Darth Maul, Count Dooku and Vader in classic Story or Free Play Mode.

For your viewing pleasure, select "Story so far" to watch previous episodes in true LEGO fashion.



THE BASICS



You
are
here

Before you go and get broken into tiny, plastic bits, you should know a few more things. Take a good look above – all of this information is crucial, indispensable, and frankly, very important.

- 1. HEARTS** – Keep you alive.
- 2. LEGO STUDS** – Are your currency (see: page 19).
- 3. TRUE JEDI STATUS** – Collect enough LEGO Studs during each chapter, and you'll attain True Jedi Status. Maintain True Jedi Status for every chapter to unlock this game's innermost secret.

CONTROLS

MENU

- Highlight menu optiondirectional buttons:
up/down buttons
- Select highlighted optionX button
- Change settingX button
- Go back/CancelO button

CHARACTERS

- Move characteranalog stick
- Jump/HoverX button
- Attack/Defend□ button
- Special abilitiesO button (hold down for Building)
- Pull leverO button
- Switch between charactersFace character,
then press △ button
- Pause/in-game optionsSTART button

VEHICLES


- Move vehicle/creatureanalog stick
- Fire weapon□ button
- Special abilitiesO button
- Get in/out of vehicle
- Get on/off creature△ button
- Pause/In-Game optionsSTART button

FREE PLAY


- Change characterL button/R button

COMBAT

LIGHTSABER

- 
- Attack button
 - Forward Leap Attack Press X button to jump, then press button in mid-air
 - Double Jump Press X button twice
 - Slam Attack Press X button twice to double-jump, then press button in mid-air
 - Combos Time your attacks carefully in sequence
 - Defensive Stance Hold down button (when timed, you can deflect laser blasts back at attacker)

BLASTER

- 
- Fire button
 - Evade button

DROIDS

- Fire Are you insane!?
Droids aren't designed for combat!

SPECIAL ABILITIES

THE FORCE

When you are playing a Jedi, you may see a Force glow engulfing an object. That is your cue to perform a variety of special moves:

- Force Move** Hold button while facing highlighted object
- Force Push** Press and hold button when an enemy is in range
- Jedi Mind Trick** Jedi pranksters can distract enemies by pressing the button while facing them

BUILDING

Fret not – Jedi don't have all the fun with LEGO bricks. Any humanoid characters can utilize the Build action to transform seemingly useless piles of plastic into... somewhat more useful things, also made of plastic.

- Build** Hold button while facing pile of LEGO bricks

GRAPPLING

Anyone equipped with a blaster or bowcaster can make use of this secondary fire ability to launch themselves upwards.

- Grappling Gun** Stand in or behind a glowing grapple circle, then press and hold button



HOVER

They may be Force-less, but certain Astromech droids like R2-D2 are pre-installed with anti-grav boosters allowing them to hover to places that Jedi just can't go.

Hover Press and hold X button, then move as normal

JETPACK

It's rumoured that the fiercest bounty hunter in the galaxy is equipped with a personal rocket pack, along with other destructive special weapons.

Jetpack Press X button twice

ACTIVATING PANELS

Some doors can only be unlocked by certain characters. You'll be prompted with a character icon on the panel so you'll know which one to use.

Activating Panels Face panel, then press  button

DISGUISES

Sometimes situations require a little less brute force and a little more stealth, so certain humanoid characters like Luke Skywalker have the ability to disguise themselves as stormtroopers or bounty hunters to sneak past enemies.

COLLECTIBLES

LEGO STUDS

Since credits are easily counterfeited, a new currency called LEGO Studs has been put into place. These little bits of valuable plastic can be earned in a variety of ways – breaking, blasting, slicing, exploding.

At the end of each chapter, your LEGO Studs are banked and can be exchanged at the Mos Eisley Cantina to unlock characters, cheats, and other extras. During 2-Player Mode, LEGO Studs are tallied in the same counter.

LEGO Stud Currency Exchange Rates:

One Silver Stud	10
One Gold Stud	100
One Blue Stud	1,000



Should your character fall apart, you'll drop a portion of the LEGO Studs you collected during that chapter. Do please be more careful next time!



MINI-KIT CANISTERS

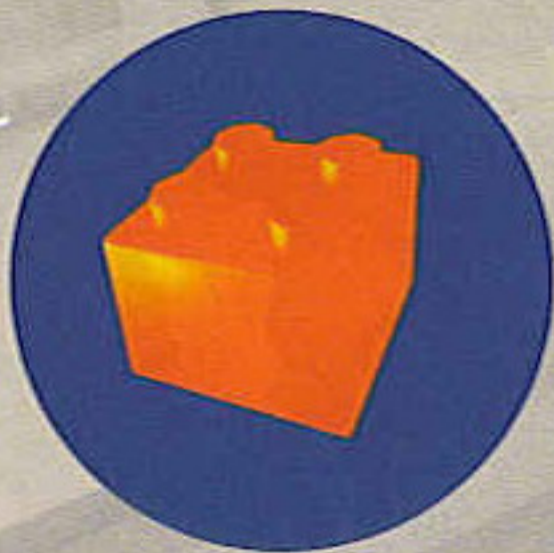
The developers of this game have taken great pride in hiding rare, little items called Mini-Kit Canisters in every nook, cranny, and even in the pit of the Sarlacc. They are difficult to find, but if you can locate 10 Mini-Kits in each chapter, you'll be rewarded with immense LEGO Stud wealth and the parts to build an exclusive *Star Wars* vehicle.



As you foster your collection of vehicles, you can visit them by wandering out to the Mos Eisley Cantina's parking lot. However, some questionable Rodians have been known to loiter outside – so use your manners.

POWER BRICKS

Hidden somewhere in each chapter is a super-secret red Power Brick. If you can find one, you'll gain the option to purchase a new Extra feature from the Cantina barman, and power up your abilities.



GOLD BRICKS

You can obtain Gold Bricks by completing a level in Freeplay, Story mode, obtaining True Jedi Status in both modes, and collecting all the mini-kits. You can also purchase Gold Bricks at the Cantina. These bricks earn you access to bonus levels.

PAUSING YOUR PROGRESS

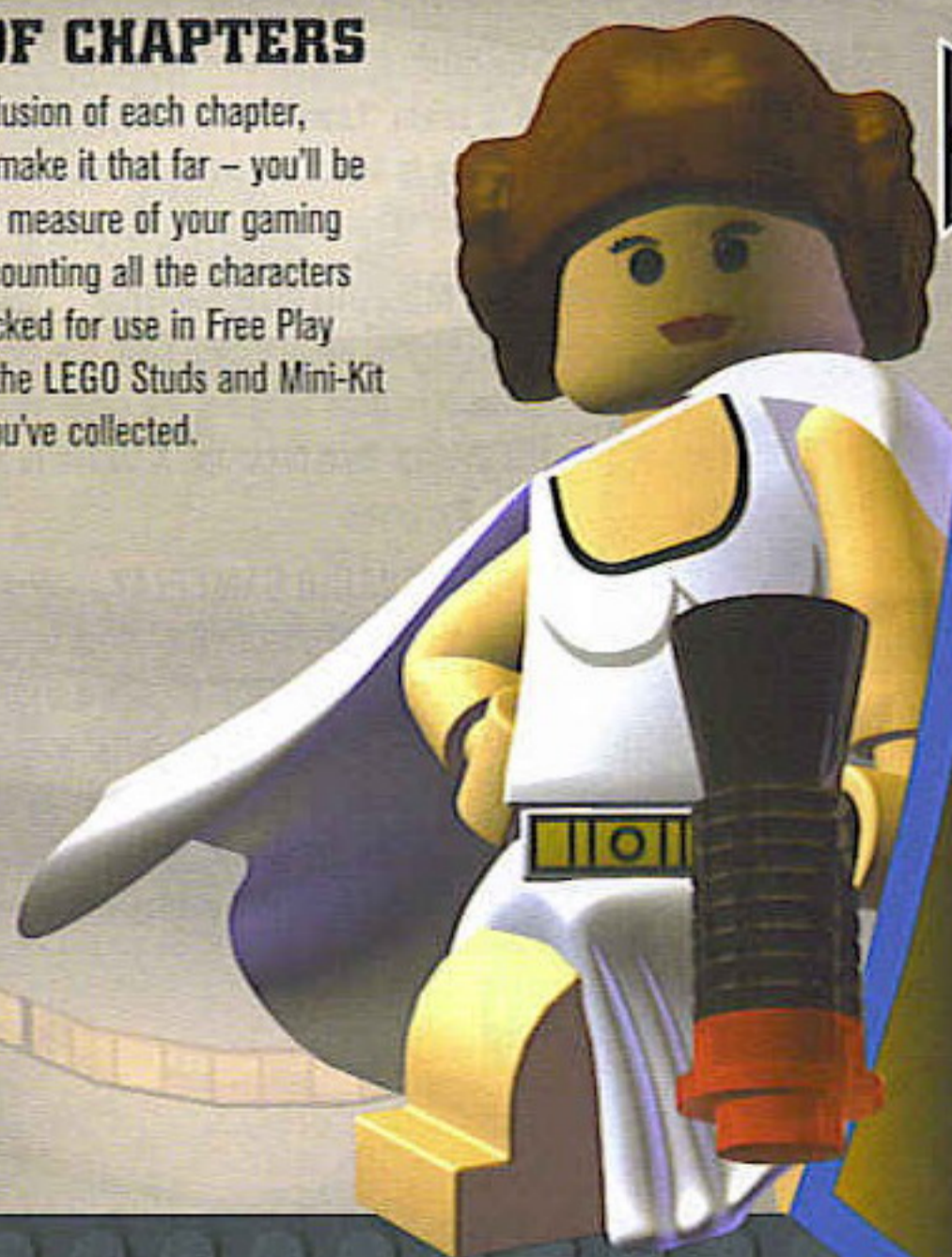
By pressing the START button, you can pause any near-death situation and view your progress, seeing how many Mini-Kit Canisters you've collected and how close you are to being the envy of all your friends by attaining True Jedi Status for that particular chapter. Or you can merely ignore the conflict at hand and toggle through:

OPTIONS Turn music on/off

MOS EISLEY CANTINA To escape to the Mos Eisley Cantina, thus losing losing all LEGO Studs, Mini-Kit Canisters, and characters you unlocked during that chapter.

END OF CHAPTERS

At the conclusion of each chapter, should you make it that far – you'll be treated to a measure of your gaming abilities, recounting all the characters you've unlocked for use in Free Play Mode, and the LEGO Studs and Mini-Kit Canisters you've collected.



SAVING

Listen up – this is more important than remembering my manufacturing day! After completing a chapter, customizing a character, or purchasing something from the Mos Eisley Cantina, you'll be asked to select a save game slot. Use the up/down buttons to choose one, then press the X button to confirm.

The very responsible Yoda inside your PSP® system will then ask you to enable the Autosave feature. This is recommended. Highly. Droids can't lie! Doing so will automatically save your progress after completing a chapter or a purchase. Trust me, it's worth it!

LOADING A SAVED GAME

FROM THE OPENING SCREEN

Press the up/down buttons to select "Load Game," and press the X button. Press up/down buttons to select a save game slot, then press the X button to load the selected game.

FROM A MEMORY STICK DUO™

If save game is present, you must use the up/down buttons to select the game you would like to play, then press the X button to load the game.

DURING GAMEPLAY

To see your saved games from the Mos Eisley Cantina, press the START button to pause the game and access the in-game "Options" menu. Select "Quit" to exit the game, and then choose load game from the startup menu.

CHARACTER CHECKLIST

To properly complete this game, one must unlock every single character. Otherwise, I'd seriously reconsider calling yourself a "gamer" – it's just not fair to the truly dedicated humanoids out there. Also, it has to be said that not all unlockable characters are listed – we can't give away everything!



